

GAME DEVELOPMENT, BFA

ATLANTA | SAVANNAH

Code	Title	Hours
Foundation Studies		
FOUN 110	Design Thinking and Process	5
FOUN 111	Sketching and Drawing	5
FOUN 112	Color in Context	5
FOUN 113	Creative Collaboration Lab	5
Select one of the following:		5
FOUN 220	Drawing: Light and Shadow	
FOUN 240	Spatial Design and Fabrication	
FOUN 251	Time Based Design: Story, Sound, and Movement	
General Education		
COMM 105	Speaking of Ideas	5
BUSI 110	Business I: Fundamentals	5
CTXT 121	Visual Culture in Context: Pre-Modern Global Perspectives	5
CTXT 122	Visual Culture in Context: Making Modernities	5
ENGL 123	Ideas to Ink: Critical Concepts in Academic Writing	5
DIGI 130	Digital Communication	5
MATH 140	The Geometry of Physical Space	5
ARLH or ARTH Elective		5
ARLH or ARTH Elective		5
General Education Elective		5
Social/Behavioral Sciences Elective		5
Major Curriculum		
GAME 121	Introduction to Game Development	5
GAME 130	Digital Design Aesthetics	5
GAME 220	Core Principles: Programming	5
GAME 236	Core Principles: Game Art	5
GAME 256	Core Principles: Game Design	5
GAME 266	Core Principles: Game Tech	5
Select two of the following:		10
GAME 326	Applied Principles: Programming	
GAME 356	Applied Principles: Game Design	
GAME 366	Applied Principles: Game Tech	
GAME 336	Applied Principles: Game Art	5
Select one of the following:		5
GAME 337	Applied Principles: Information Architecture	
GAME 347	Applied Principles: Physical Computing	
GAME 357	Applied Principles: Interactive Web Design	
GAME 380	Game Development Portfolio	5
GAME 405	Game Development Studio I	5
GAME 465	Game Development Studio II	5
GAME 475	Game Development Postproduction	5
Select one of the following:		5
GAME 479	Undergraduate Internship	
500-level SCADpro Elective		
Business-Focused Elective		
Additional Electives		

Free Elective	5
Free Elective	5
Free Elective	5
Free Elective	5
Free Elective	5
Total Hours	180